Meeting Agenda
Location: Idegr4 (Grupprum i Idégränd)
Date: 13/3 2012
Time: 13:15 - 16:35
Facilitator: *Linus Karlsson*
Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives (5 min)

To come up with an idea for a game, and its features. To get a understanding of what needs to be done, and to distribute the work.

2. NA
3. NA
4. NA

5. Discussion items (35 min)

Game:

a) What kind of game do we want to create? We discussed for a while and after many different ideas we decided to make a Tetris inspired game, but to take it to a new level. Instead of moving the blocks, you move a cannon and fire laser at the blocks to shape them in a way so that they fill the bottom.

b) Come up with a good code design and figure out what classes needs to be done, and arrange the methods in a way.

c) We chose it because we liked the idea of turning Tetris into a whole new game.

6. Outcomes and assignments (5 min)

Kara finishes 1.2 and 1.3
Andreas starts sketching a paper prototype
Linus finishes non-functional requirements (2)
Magnus finishes 1.4 and 1.5

Everyone can read a bit about the framework Slick and its classes.

7. Wrap up

a) NA
b) Next meeting will take place Thursday 15/3 2012

Meeting Agenda
Location: Hubben
Date: 2012-03-15
Time: 15:00
Facilitator: Jonathan Kara
Participants: Andreas Karlberg, Magnus Huttu, Linus Karlsson, Jonathan Kara

1. Objectives (5 min)
Make a choice from the game suggestions we have.

2. Resolve any issues preventing the team to continue
There where no issues preventing us to go to forward.

3. Reports (15 min)
We have been working hard with our assignments.

4. From previous meetings, solved issues
We finished our assignments from before:
Kara finishes 1.2 and 1.3
Andreas starts sketching a paper prototype
Linus finishes non-functional requirements (2)
Magnus finishes 1.4 and 1.5

5. NA

6. Outcomes and assignments (5 min)
We should all read about the framework Slick which we are going to use.

7. Wrap up
a)
b) Next meeting will take place Monday 19/3

Meeting Agenda
Location: Idégränd 15
Date: 19/3
Time: 14:50 - 15:30
Facilitator: *Andreas Karlberg*
Participants: Andreas Karlberg, Jonathan Kara, Magnus Junghard Huttu, Linus Karlsson

1. Objectives

Come up with what we need to do this week and how to split the work up. To finish the test classes.

2. Resolve any issues preventing the team to continue

NA

3. Reports (15 min)

We know what we are going to do in this project, a Tetris inspired game. The RAD and all the Use Cases are done. We've started to implement test classes.

4. From previous meetings, solved issues

We are almost done with the RAD

5. Discussion items (35 min)

Bullet
a. First we create a bullet and send in x and y coordinates when we create it.

b. We need to update it and make it work. Create an image of the bullet.

c. We think this is the easiest way to do, because it fits the other classes well.

Player
a. It's two variables score and name. The score sets to the name and shows up on High Score. This doesn't do anything during the game.

b. It's done.

c. We wanted a simple class that keeps track of the scores.

Cannon
a. Three variables, x, y and an image. It extends Image. When you create it sets on the x and y position.

b. Make it work with the test class.

c. We have a cannon class because it's an important class to the game.

6. Outcomes and assignments (5 min)

Linus and Jonathan creates the the cannon and the test class.
Magnus and Andreas creates the explosion.

7. Wrap up

a)NA

b)Next meeting will take place Thursday 22/3

Meeting Agenda
Location: Hubben
Date: 2012-03-22
Time: 10:46
Facilitator: *Magnus Huttu*
Participants: Andreas Karlberg, Linus Karlsson and Jonathan Kara

1. Objectives (5 min)

We want to know what we should know at the next meeting. We want to split the work between the four of us. We'd also like to determine two meetings which are going to be the same each week.

2. Resolve any issues preventing the team to continue.

We need to solve the problem with all the image extensions. The cannon should be able to rotate without having to work with "ugly code". We need to start with the tetris blocks.
We also need to implement everything into the "main code", no more tests. Let the cannon know it's direction.

3. Reports (15 min)

We demonstrated our domain model yesterday and it wasn't very good criticism coming from the other people in the room. We are done with the bullets and with the foundation to the main project. We wrote some tests for the bullets and the cannon. We had a meeting with Joachim, where we solved some of our main issues.

4. From previous meetings, solved issues.

We are completely done with the RAD. The domain model is improved and completed.

5. Discussion items (35 min)

Image extensions

a) If we paint the images in the Gameplay-state instead of letting the objects extend an image.

b) Delete the "extends Image" from our objects and let the view paint an image of the object's position instead.

c) Because the model doesn't get dependant on how it's shown.

The blockbox

a) We use two matrices where in the first one we have the falling blocks, which are shootable. In the other matrice we have the blocks that ain't fallin no more and if you shoot towards these blocks then the bullets just leap right through.

b) We have one class with two matrices, "fallingBlocks" and "lockedBlocks".

c) Because it's going to be easier to vary between the freezed blocks and the non-

freezed blocks.

Cannon rotation

a) We are going to have a X-value that increases or decreases when we move the cannon. When we have a new X-value we can see between which intervall the cannon is and from that value we also can see what rotation it should have.

b) We are going to let the cannon keep it's direction in mind. In move(), we have if-cases where the direction of the cannon is changing.

c) Easier to keep track of the rotation of the cannon.

6. Outcomes and assignments (5 min)

Linus should do the SDD.
Linus should do the blocks.
Magnus should do the blockbox.
Andreas should do the cannon and the cannons movement.
Kara should do the animation and the squares.

7. Wrap up

a) We don't have anything unsolved.
b) Monday 26/3